
Title: The Kingdom of Britannia

Author: Lord British

As the Lord of Britannia,
I have devoted myself to
fathoming the beauty and
variety of this land. But
one must not forget that
the landscape has been
stained with the blood of
many a brave warrior
who, for want of control
over it, fell victim to its
perils. Those who have
seen the Bloody Plains in
the northeast know of
what i speak. So, take
care in your journeying
lest you fall prey to the
seductive charm of the
land, only to learn its
deadly secrets while lost
in contemplation.

The Great Centers of
Power and Learning

The Castle of Lord
British

Chief among the places in
Britannia, my keep
overlooks the town of
Britain from the
protected flanks of the
Serpent's Spine.
Visitors to the castle
will find evidence of my
many interests and
hobbies within its marbled
halls. Though my authority
extends from the
throne to the most
remote regions of the
kingdom, none shall be
turned away who come to
me for counsel in their
time of need. And forget
not, Avatar, that I have
prepared a room for you
in my castle that you

might find a place of
rest from your long
journeys abroad.

The Lycaeum

The world's greatest
storehouse of knowledge
and wisdom is contained
within the walls that
form the Lycaeum.
Poised upon the
northwestern slopes
of Verity Isle, the Ly-
caeum's librarys,
laboratories and acadenies
of learning are a haven
for the seeker of truth.
Four times each year the
Inner Circle of Mages
congregates within the
labyrinthine chambers to
exchange esoteric secrets.
Whilstin the area do not
fail to visit the
observatory where
astronomers create many
fine lenses through which
to view the heavens.

Empath Abbey

Home of the Brotherhood
of the Rose, Emapth
Abbey serves as a
retreat for those engaged
in contemplation and
reflection. Flanked by the
oaks of the Deep Forest
on one side and by the
sea on the other, the
Abbey sits like a
lighthouse of peace in the
northwestern region of
Britannia, near the town
of Yew. Well schooled in
the vintner's craft, the
brothers and sisters of
the Abbey produce some
of the land's finest
wines, Thus assuring their
financial security and
subsaining their monastic
lifestyle.

Serpent's Hold

A bastion of honor, valor
and triumph, Serpent's

Hold is the castle
headquarters of the order
of the silver serpent and
the training center for
Britannia's armed militia.
Many noble and brave
warriors have set forth
in our defense from this
garrison on the Isle of
Deeds. The most skilled
of these warriors,
grizzled veterans all, have
selflessly returned to
instruct the new recruits
in the ways of attack
and defense. Recently, a
dozen squads of the
finest from Serpent's
Hold went out to attack
the camps of the invading
Gargoyles. Few returned
to tell about it.

The Principal Towns

When the Great Council
met after the collapse of
the Triad of Evil, it was
decided that each of the
main towns of Britannia
should adopt one of the
fundamental principles of
virtue as its focus of
learning. Each of these
eight towns, the former
city-states of Sosaria, has
taken great care in
fostering its guiding
principle of virtue- they
stand apart as the true
jewels in the crown of
Britannia. The traveler
will find a sacred shrine
dedicated to the chosen
principle of virtue near
each town.

Moonglow, founded on
Honesty

On the southern tip of
Verity Isle, the town of
Moonglow welcomes those
of faithful heart and
noble intentions. Mages
and scholars frequent this
seagoing port because of
its proximity to the
libraries of the Lycaeum

and because its accommodations and services are among the most reasonable priced in the land.

Britain, founded on
Compassion

Centrally located on the shore of Britanny Bay, the town Britain is the site of the castle from which I rule. It is also host to multitudes of travellers and to purveyors of goods of all kinds. The adventurer will surely appreciate the hospitality shown by Britain's compassionate citizens. The shops, inns and armouries of Britain are much renowned and frequented by all who prepare for and return from long journeys. The historic Wayfarer's Inn is considered a second home to many a road-weary adventurer.

Jhelom, founded on Valor

Many of Britannia's most esteemed warriors have emerged from the town of Jhelom in the far southwestern region of the kingdom on the main island of the Valorian Isles. Lodging, supplies, armaments and a prosperous shipbuilding industry are to be found in this bustling town by the sea.

Yew, founded on Justice

Second in size only to Britain, the town of Yew is the judicial and legal heart of the kingdom, being home to the Supreme Court of Britannia. Druids and philosophers have long

gathered under the shade
trees of the Deep Forest
surrounding Yew,
exploring the subtle
nuances of justice and
righteousness. While
visiting Yew, one will find
a fine pub and a fully
equipped armoury and
apothecary.
Minoc, founded on
Sacrifice

Stretched across the
mouth of Lost Hope Bay
in northern Britannia,
Minoc has committed
itself to the plight of
the needy and homeless.
Minoc is also well known
for its artisans who excel
in the crafts of
metalworking, armouring,
glassworking and clock
making.

Trinsic, founded on Honor

The honorable pladins who
make their homes in the
town of Trinsic are noted
for their courage and
devotion to truth.
Situating just north of
the Cape of Heroes in
the south lands, Trinsic
provides many fine goods
and services to the
traveller, including a
stable where the finest
steeds are available to
speed you along your way.

Skara Brae, founded on
Spirituality

It has oft been said that
Skara Brae, close by the
mystic forest of
Spiritwood, is the
spiritual center of
Britannia. But the word
"spirit" has many
meanings, and only some
of the town's
inhabitants-notably the
healers, magicians and
priests-concern themselves

with matters of the soul.
Others in the area have
a different meaning in
mind-those inclined to
take advantage of Skara
Brae's fine winery!

New Magincia, founded on
Humility

Having been destroyed in
ancient times for its
haughty pride, New
Magincia was rebuilt by a
more humble people who
favored the simple ways
of farming and rural life.
With the passage of
time, an industrious village
has grown atop the ruins
of the old Town. Those
who would revel in their
own pride should take
special note of the
lessons of New Magincia.
Taken from the
Compendium of Ultima XI